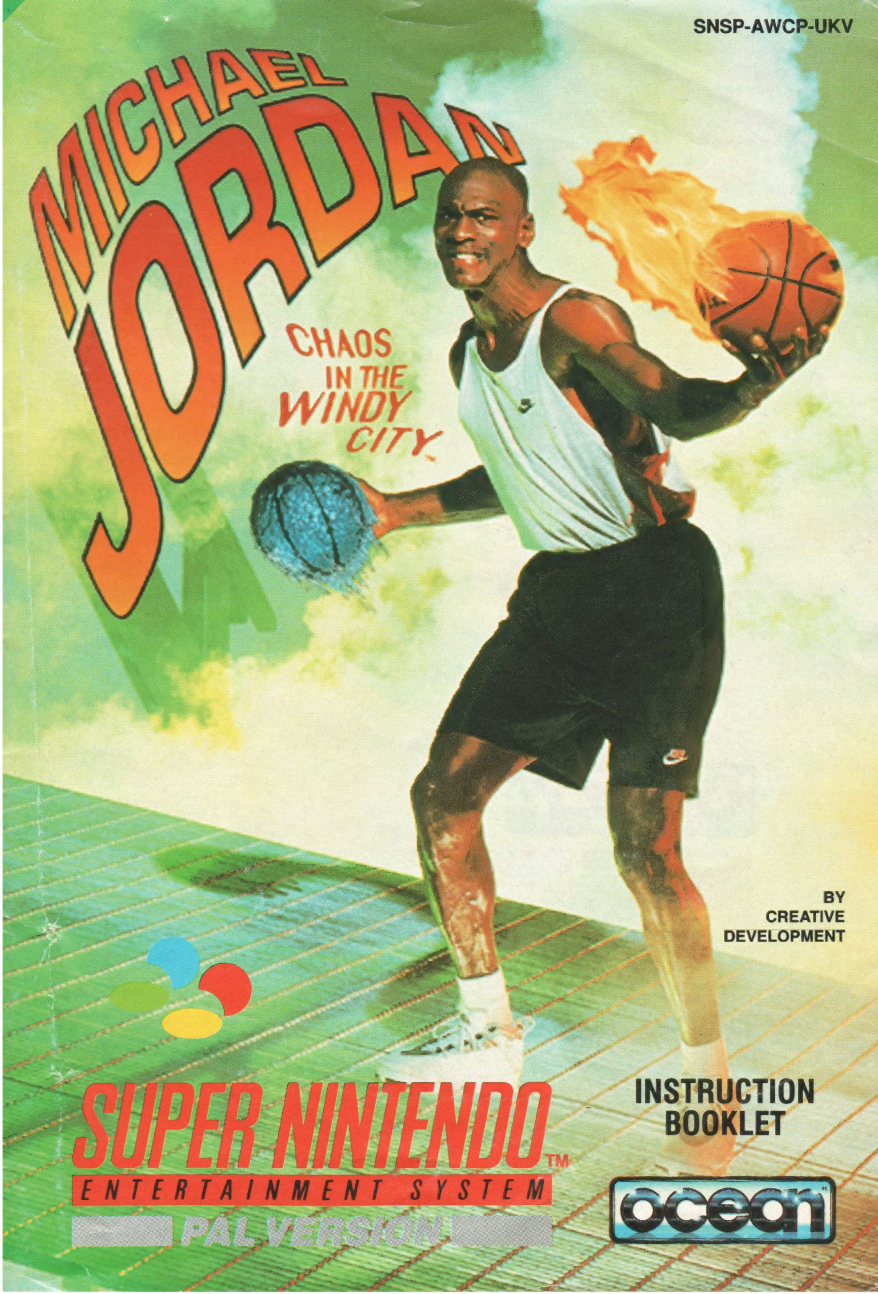
SNSP-AWCP-UKV

MICHAEL JORDAN

CHAOS IN THE WINDY CITY



BY CREATIVE DEVELOPMENT

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

INSTRUCTION BOOKLET

ocean

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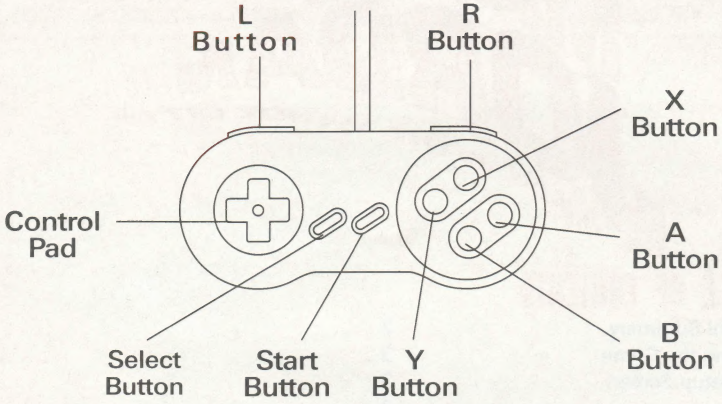
CONTROL SUMMARY



Moving

Run left or right	**Control Pad LEFT/RIGHT**
Turbo run	**Control Pad LEFT/RIGHT + L**
Crouch	**Control Pad DOWN**
Jump	**B**
Slam jump	**X**
Super-slam	**X + Y**
Jump & Grab Pulley	**Control Pad UP + B (press B again to let go of pulley)**
Climb Ladder	**Control Pad UP to grab ladder; Control pad UP/DOWN to climb up or down**
Flip	**Control Pad LEFT/RIGHT + L to turbo run and build up speed, then press B**

Ball Handling

Throw ball	**Y**
Jump & throw ball straight	**B + Y**
Jump & Spike Ball	**X, then Y**
Crouch & throw ball	**Control Pad DOWN + Y**
Change balls	**R**

KEYS

Use key	**A**
Sort through keys	**SELECT**
Pause Game	**START**

- To break through a breakaway wall, hit it with a ball.
- To break through a breakaway floor, slam a ball.

NOTE: Some power balls break through breakaway walls or floors faster than normal balls or other power balls.

STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System .

   WARNING: Never try to insert or remove a cartridge when the power is ON.

2. Make sure a Controller is plugged into controller socket 1 on the Super NES .

3. Insert the Game Pak into the slot on the Super NES . Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

   The startup screen appears. If this screen does not appear, start again from step 1.

THE SETUP SCREEN

There are three options available from the Startup Screen: Start, Options, and Password.

Start

- To start a game without changing options or entering a

password, press the Control Pad **left/right** to highlight Start, and press **START**.

Options

- To call up the Options Screen, press the Control Pad **left/right** to highlight Option on the Startup screen and press **START**.

There are two menus on the Options screen, the Options Menu and Controller. Use the Options Menu to set the level of game difficulty, turn music and sound effects on/off, or choose between stereo or mono sound. Use the Controller to change game controls or exit the Options screen.

- To leave the Options screen at any time, press the Control Pad **up/down** to highlight Exit and press **START**.

OPTIONS MENU

- To change options, Control Pad **up/down** to highlight an option, then Control Pad **left/right** to cycle through choices.

Difficulty

There are three levels of difficulty: Rookie, Pro, and All Star. Difficulty determines how challenging a game is.

Music/Effects

Turn music and sound effects on/off.

Sound

Toggle between stereo/mono sound.

Controller

1. The default controls are: Throw Ball **Y**, Jump **B**, Slam Jump **X**, and Operate (item) **A**.

2. To change controls, press the Control Pad **up/down** to highlight the control you want to change.

3. Now press the button-**A**, **B**, **X**, or **Y** - which you want to become the control. For example, if you want **A** to be the Shot Slam Button, highlight Shot Slam and press **A**. Note that this automatically resets the function **A** controlled before. So if **A** replaces **Y** as the Shot Slam control, **Y** will replace **A** as the Operate control.

4. To cancel any control changes you've made, press the Control Pad **up/down** to highlight Restore Default and press **A**, **B**, **X**, or **Y**.

Password

When you complete a location, you get a password. The password appears at the bottom of the Scoreboard when it appears to add up your score (see Scoreboard on page 15). Passwords are up to 11 characters long; copy them down carefully. This password bypasses the last completed location.

- Select Password on the Startup screen. The Password screen appears.

Entering A Password

To highlight a letter, number, or command on the Password screen, press the Control Pad in any direction until the spinning basketball is over it.

To enter a password:

1. Highlight the letter or number you want, and press **A**, **B**, **X**, or **Y**. The letter or number you selected appears at the top of the screen.

2. If you make a mistake, highlight the arrows, then press **A**, **B**, **X**, or **Y** to move the cursor forward or back. The selected character will blink. Move the highlight to the correct character, and press **A**, **B**, **X**, or **Y**.

3. Once you have entered the password you want, highlight OK and press **A**, **B**, **X**, or **Y** to restart the game you want. If this does not work, check your password and enter it again if necessary.

4. To leave the Password screen at any time, highlight CANCEL and press **A**, **B**, **X**, or **Y**.

Chances

You start with three chances. You can lose a chance by running out of Energy (see Energy, below) or falling off a path.
When you lose all your Chances, you must start over from the very beginning.

Energy

Your energy is shown by the expression on Michael Jordan's face in the upper left corner of the screen and red globes by his face. When Michael looks happy and the globes are large and red, you are at maximum health. If you get hit, you lose energy; as you lose more and more energy, Michael's face looks less and less happy and the globes shrink. When all the globes are small and blue, your energy is gone and you lose a chance.

MOVING AROUND

Running

- Press the Control Pad **left/right** to run along any horizontal surface.

- To increase your speed, press the Control Pad **left/right** and press **L** at the same time.

Jumping

- To jump, press **B**.

- To slam jump, press **X**.

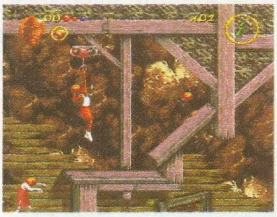
- To flip, press the Control Pad **left/right** and at the same time press **L** , then **B**.

Climbing

- To climb up a ladder, stand directly in front of it and press the Control Pad **up**; to climb down a ladder, press the Control Pad **down**. Press **B** to get off a ladder.

- If a ladder is out of reach, press and hold the Control Pad **up** and press **B** to jump and grab a ladder.

Pulleys



Sometimes, you need to use pulleys to get where you want to go. Some pulleys activate automatically when you grab them, some are constantly moving, you need to throw a lever or use a key to activate others, and there are some pulleys that won't move until you choose which way you want to go.

1. To jump and grab a pulley, press the Control Pad **up** and press **B**.

2. If there is an arrow on a pulley, you need to press the Control Pad **left/right** to make it move.

3. To get off a pulley, press **B**.

Elevators

Elevators are red disks in clear tubes. To use an elevator, you must step on the red disk and indicate which direction you want to go, up or down.

1. To get into an elevator, stand in front of it and press the Control Pad **up**.

2. To go upward in an elevator, press the Control Pad **up**, and to go down, press the Control Pad **down**.

3. To get out of an elevator, press **A**.

BALL HANDLING

Throwing

You need great ball-handling skills to reach the end of your adventure. You need to hit enemies, flip switches to activate platforms and sliding doors, and bust through breakaway walls and floors.

- To throw a ball, press **Y**. You will always throw a ball in the direction you're facing.

NOTE: See the Balls section under Items (immediately following) for information about the special balls you can find and use.

Jumping & Throwing

- To jump and throw the ball in a straight line while still in mid-air, press and hold **B**, and then press **Y**.

Spiking

Sometimes, especially if you are using a special ball, you'll want to spike it.

- To spike a ball, press **X** to slam jump and then press **Y** while you are still airborne.

Items

You will encounter Items throughout Chicago. These include power balls, keys, and a variety of powerups. Some Items are in plain sight or behind breakaway walls and backboards; others are dropped by enemies when you defeat them; and some are behind locked doors.

Keys

Your currently equipped key will appear in the bubble in the upper right corner of the screen. Whenever you pick up a key, it becomes equipped.

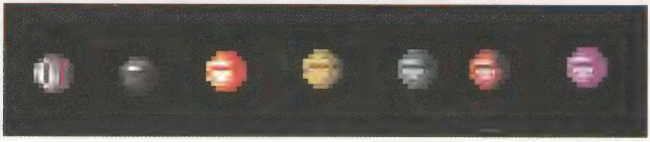
- To change keys, press **SELECT** to sort through the keys in

your inventory; each key appears, in turn, in the bubble in the upper right corner of the screen.

Keys are colour-coded to the doors or locks they open; match the key to the lock to open it. Gold and Silver keys come on key rings and can be used more than once; but Green, Yellow, and Red keys can be used once only. You can't carry keys from one level to another; when you go to a new level, you have to find more keys.

- To use a key, press **A** while standing in front of an appropriately coloured door lock.

NORMAL BALLS AND POWER BALLS



You have an unlimited supply of normal basketballs throughout the game. Even though they're normal they can still knock out enemies and, of course, make baskets.

But sometimes, you will need something a little more special than a regulation ball. That's where power balls come in. Power balls appear as small floating basketball icons of various colours when you first encounter them. When you touch a power ball, it is added to your inventory and becomes your equipped ball.

The different power balls are:

White Knuckle ball: Goes through solid walls, but always returns when thrown. It can pick up items it touches and bring them back.

Blue Ice ball: Freezes most enemies into a solid chunk of ice, which will shatter if you hit it with another ball. Enemies will thaw out and escape if you don't destroy them while they're frozen. Spike an ice ball to coat part of the floor with a layer of ice and make it slippery.

Purple Rebound ball: Bounces around when it hits a horizontal surface; or splits into two balls when it hits a vertical or angled surface.

Red Flame ball: Does double damage to enemies. Spike it to create a trail of flame along the floor.

Gold Homing ball: Tracks down enemies who are within range. Spike it to split it into multiple missiles.

Black Iron ball: Doesn't go far if you throw it, rolling along the floor to hit enemies. It explodes when spiked.

Orange Earthquake ball: It makes everything shake when you spike it and takes out all enemies within range.

Your currently equipped ball appears in the ball selection window, along with how many balls of that kind you have.

- To change your equipped ball, press **R**.

Powerups

There are several powerups you can find:

MJ Heart: Completely restores health.
Wheaties™ Box: Restores a large amount of health.
Gatorade Bottle: Restores a small amount of health.
Trophy: Adds another globe to health meter.
Golden 23: Gives an extra chance.
High-Tops: Short term invincibility from enemies; this lasts as long as shoes are sparkling.

- To acquire a power up, touch it.

Basketball Coins

Coins look like big power balls. Each coin is worth a point bonus: A silver coin is worth 1 point, and a gold coin is worth 5 points. You get an extra chance when you collect 100 points in coins. Your current coin total is displayed on screen.

Card Keys

Card Keys appear at the end of levels when you defeat the "boss" who runs the level for Dr. Max Cranium. You need all three Card Keys to get into Riverview.

DOORS

You will encounter quite a few locked doors everywhere you go. You can open any door if you have the right key. Behind some doors are things you will need to get to the end of your adventure; behind other doors are things that will try to end your adventure then and there. Among the things you can find behind doors are Captives, Enemies, Powerups, and Special Balls.

1. To open a door, press the Control Pad **left/right** to walk directly in front of the door.

2. Press **SELECT** until a key that is the same colour as the lock appears in the bubble in the upper-right corner of the screen.

3. Press **A** to operate the key and open the door. If the door

doesn't open, press the Control Pad **left/right** to reposition yourself in front of the door and try again.

Warp Doors & Bonus Levels

Warp Doors open like normal Doors; they don't look special and neither do the keys that open them. But when you open a Warp Door, you can enter the vortex inside to go to a Bonus Level, where you can pick up points, items, and powerups by shooting baskets or defeating enemies.

- To enter a warp, press the Control Pad **up**.

A timer appears in a Bonus Level to show how long you have to take your shots. When the timer runs out, you return to the Vortex Door.

Backboards

There are several kinds of backboards, and all have special powers that activate when you make a slam-dunk in them.

Milestone Backboards

If you make a slam-dunk in a glass Milestone Backboard and then lose a chance and have to start a level over again, you will restart at the location of the Milestone Backboard rather than the very beginning of the level. Some levels have more than one Milestone Backboard.

Award Backboards

These backboards drop items when you shatter them with a slam-dunk.

Freeze Backboards

A timer appears when you slam-dunk into a Freeze Backboard. All enemies are frozen until the timer runs out.
You can recognize Freeze Backboards by the number 23 that marks them.

Big Bang Backboards

When Michael makes a dunk in a Big Bang Backboard, the floor trembles and the walls shake, and every enemy within range vanishes.

Little Bang Backboard

Triangular Little Bang Backboards are like Big Bang Backboards, but cause only limited damage to enemies.

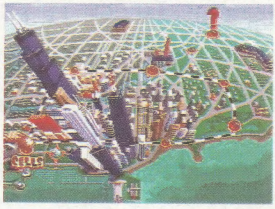
LEVELS

Locations & Levels

There are four main locations you need to explore in the Windy City: The Cells, The Factory, The Laboratory, and Riverview. The El (elevated) train connects the first three locations, and a tunnel leads to Riverview.

MAPS

Main Map



The Main Map of Chicago shows you the locations you need to explore and the general route you will take. Unexplored locations show as red dots on the main map; locations you have already explored show up as blue dots. Your position on the map is shown by a spinning basketball.

- To go from one location to the next on the Main map, press the Control Pad **left/right** to move the spinning basketball. When it is over the location where you want to go, press **START**.

Breakaway Walls & Floors

Breakaway walls and floors occur throughout underground Chicago. They are not obvious, and you can't find them by jumping up and down or pushing against them (although some floors are so fragile, they'll crumble away if you just stand on them). You have to bounce a ball against them to find out where they are and get past them. Some balls need three bounces to break these walls and floors, some need only one, and some balls won't effect them at all.

- Throw balls against breakaway walls and floors to break through them.

Scoreboard

The Scoreboard appears at the end of every level. It shows your current total score for the entire game, a breakdown of your score for the level you just completed, which keycards you have, and a Password (see Password on page 5).

NOTE: Passwords are only given after completing all levels within a location.

The level scores are broken down in the following categories:

Powerup Bonus: Determined by the number of powerups you collected.

Secret Bonus: Each level within every location has a secret room; find it and receive the Secret Bonus.

Speed Bonus: Determined by how long it took you to complete the level. The faster you are, the higher the Speed Bonus.

Enemy Bonus: This is based on the number of enemies you destroy.
Captive Bonus: Awarded if you free a captive on the level you just finished.

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